

"MINAS VALA-ANDA"

Minas Vala-anda is to be found on the Numen River, just seven leagues from the Gulf of Lune. Ciryatan Thule (me) is the resident wizard here. Gil-galad, High King of the Elves of the West founded this land of the undying. This realm is known as Forlindon (North Lindon). Welcome!

This magazine is published by John Biehl of 400z West 32nd Avenue Vancouver 8, B. C. Canada

Minas Vala-anda is a new magazine for postal Diplomacy variants. The purpose of this zine is to introduce to postal Diplomacy players games that are not "regular Diplomacy" but that still add diversity in good Diplomacy-based game situations. So, if you want a small change from regular Diplomacy fare then a game or two below will provide you with a unique experience not to be found in regular Diplomacy.

Subscriptions are \$3.00 per year (payment by Money Order is preferred). Game fees are listed under Open Games and includes subscription to the conclusion of the game or absence from the game for any permanent reason.

GAME OPTIONS

1) Regular Diplomacy - one game - countries by lot. Game fee is \$6.00, I.D.A. Members game fee is \$4.00 fee includes sub., payment in money order.

2) AHKD (Ancient Hebrew Kingdom Diplomacy) - three games - countries by lot. Description: a four player game (hence, playing AHKD will not take as long as a regular Diplomacy game) set in Palestine circa 2,000 B.C. This variant has only one special rule apart from regular Diplomacy's. Incidentally, this variant was invented by yours truly so any comments you potential? players wish to make about AHKD will be welcome. Map/Rules available with game fee of \$3.00 - I.D.A. members game fee is \$2.00 fee includes Sub., payment in money order preferred.

3) MED 11 (Middle Earth Diplomacy 11) - one game - countries by lot. Description: a five player game consisting of the great powers: Arnor, Gondor, Mordor, Rhovanion and Rohan. Fleets play a minor role so this is a "Generals" game. Very few and minor special rules, MED 11 is basically an "original Diplomacy game". MED 11 was created by Don Miller, a new map, however, has been made by myself to give this variant a "Diplomacy Board" look. Map/Rules available with game fee of \$4.00 - I.D.A. members game fee is \$3.00 fee includes sub., I prefer fee in money order, please.

4) MED IV (Middle Earth Diplomacy IV) - one game - countries by lot. Description: a six player game including the great powers: Arnor, Gondor, Mordor, Rhovanion, Angmar and Harad. Again, armies play a major role with fleets of secondary importance(in most cases). Special rules are identical to MED 11, hence MED IV is another "original Diplomacy game". Banks Mebane created MED IV and which I have placed on my own map of Middle Earth. Map/Rules available with game fee of \$5.00 - I.D.A. members game fee is \$3.50 fee includes sub., payment in money order preferred.

5) MED V (Middle Earth Diplomacy V) - one game - countries by lot. Description: a six player game consisting of the great powers: Gondor, Mordor, Rohan, The Shire, Moria, and Mirkwood. I would call this another "original Diplomacy game" because, as in MED 11 and IV, this variant incorporates few special rules. MED V is a new variant, never having been postally played before and which was created by myself. Again, my Middle Earth map shall be used as the playing board. Map/Rules are available

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Miscellaneous Game Info

You may have noticed that the more players in a game, the higher the game fee. this is due to the greater postal expences incurred by a publisher in games that run longer than others.

Press: I prefer historical or "realistic" propaganda press and length shall be considered. Each game will be given as much press space as possible, shorter press releases being given priority over lengthy ones. I urge all players to use press as it really enlivens the game.

All Middle Earth maps are suitable for regular Diplomacy playing pieces

Finally, I will attempt to use in as many of the variants (listed above) as possible the services of a game commentator to appraise the play of the game(s). Players will first be asked if they wish this, tho.

Deadlines for all games in MV-A will be three weeks after the first season of each game begun.

International Diplomacy Association News

The IDA Council has voted to instate Lenard Lakofka as the Association's Ombudsman. This I believe, will be benificial to the organization as the present President, Edi Birsan, narrowly won the presidency over Len in the recent IDA elections.

The Players Handbook Committee is working to have this project completed by May. A preliminary draft will soon be drawn up so send your own article/comments/suggestions on Strategy, Tactics or Diplomacy in the game of DIPLOMACY to: Walt Buchanan RR#3 Lebanon, Indiana 46052 as soon as possible!

If you are not an IDA member, then Join or at least investigate it to see how the IDA can help you. David Davies' Players Replacement Registry is endorsed and supported by the IDA. It will do a great deal in providing "country-play"continuation in a game where the Player leaves unannounced. You can Join the Registry by sending a letter to David Davies P.O. Box 2175 San Diego Calif. 92112 and asking for a "PRR" form to fill out.

END

P.S. JOIN A GAME!

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